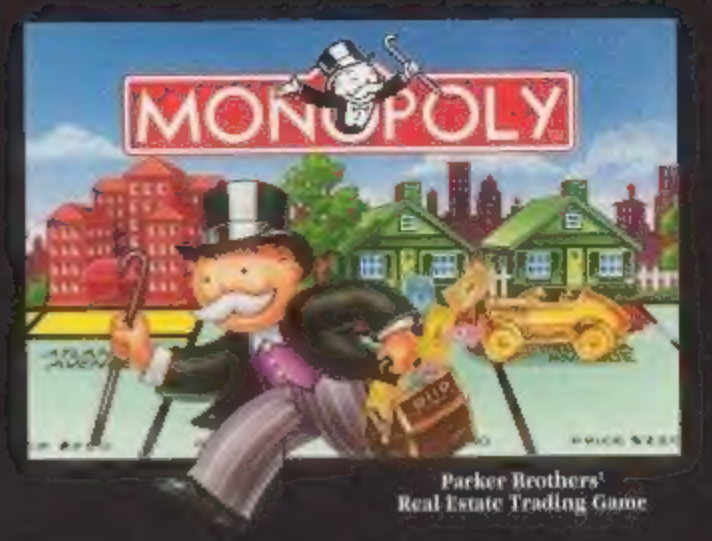

Parker Brothers'
Real Estate Trading Game

INSTRUCTION BOOKLET

PARKER BROTHERS

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PRINTED IN JAPAN

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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INTRODUCTION

Parker Brothers' MONOPOLY® Real Estate Trading Game was presented to Parker Brothers during the Depression by Charles B. Darrow of Germantown, Pennsylvania. Darrow had made the first games by hand, given them to friends and sold a few through a Philadelphia department store. But as demand grew, he could not keep up with the orders and arranged for Parker Brothers to acquire the rights to the game in 1935.

Since then, it has become the leading proprietary game not only in the United States but throughout the Western world. It is published under license in 32 countries and in 23 foreign languages!

This Super Nintendo Entertainment System® version of the MONOPOLY game conforms to all the rules of the board game and some of the rules used in tournament play. The beauty of this version is that the system acts as the Banker and takes care of all the accounting and money management tasks—which speeds up play and prevents mathematical errors in the High Finance Department!

Note, too, that we've created a special series of 12 Wheel and Deal Preset games (see page 17). These four-player game setups assume you have already acquired certain properties and assign all players a certain amount of cash, which varies from scenario to scenario, so you can "cut to the chase" and begin the game at the high-stakes trading level. You may also create your own preset game by selecting "Options" (see page 15); this way, you decide who gets what.

Players are advised to read the Basic MONOPOLY Game Rules at the back of this book to learn—or refresh—the basics. Then you'll be ready to play against human rivals, or against some of the eight fast-playing, sometimes-ruthless computer opponents.

HOW TO USE THE CONTROLLER

START Button... To begin the game

SELECT Button... To call up the Main Menu

A Button... To select and enter all choices
To buy un-owned property you land on
To bid at auction
To move from the Main Menu to a Sub-Menu
To exit from most screens

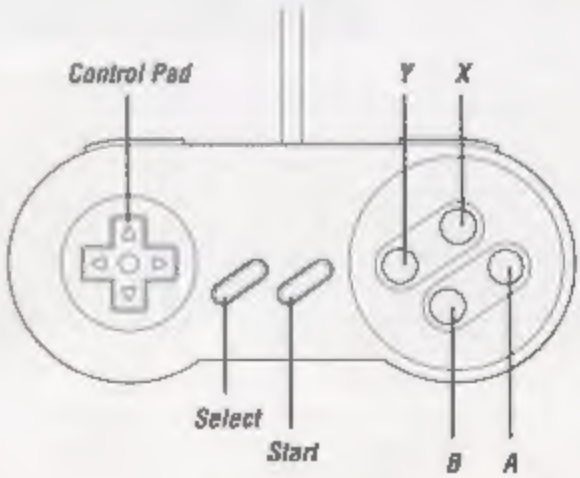
B Button... To send a property to auction
To quit some screens or menu selections

X Button... To see all players' Assets

Y Button... To see Title Deed cards; to Get Out of Jail

Control Pad... To move and scroll to numbers, letters, tokens, options

NOTE: There will be brief instructions and reminders on screen while you're playing.



TO START A GAME

Check that the Power switch is OFF. Insert the Game Pak as described in your Super Nintendo Entertainment System manual, and turn the Power ON. When the title screen appears:

1. Hit START... to begin.

2. NUMBER OF PLAYERS... The system will default to 2 players. You can play with from 2 (you and one computer opponent, or you and another human) to 8 players. Use the Control Pad to pick the number of players, then press the A Button to select the number.

3. IS THIS PLAYER HUMAN OR COMPUTER?...
If Human, press A to select. If Computer, move to "Computer," then press A to select. If you picked any computer players, your rogues' gallery of possible opponents will appear (see page 6). Use the Control Pad to move from portrait to portrait; hit the A Button to select each rival.

4. ENTER NAME... Use the Control Pad to move the yellow square cursor to the first letter of the player's name, then hit the A Button to select that letter. Continue until you have spelled out the player's name, then move to "OK," then hit the A Button to select. (Use the <— at the bottom to backspace and "erase" a letter to change the spelling; use the —> to add a space, as in Mary Lou.)

5. TOKEN... Use the Control Pad to scroll to the Token you want, then press A to select. (Computer opponents pick their own tokens immediately, so enter the human players first to get first choice.)

There are 8 tokens to choose from: HAT, HORSE, IRON, THIMBLE, DOG, WHEELBARROW, CAR, SHOE.

6. Repeat... steps 3, 4 and 5 for all remaining players.

7. Press A... to start the game immediately. Your alternative is to press B for Options to preset the gameplay. The one option you may want to pick now is Short Game. See page 15 for details on this and all other Options.

8. WHO GOES FIRST?... The system randomly picks who goes first and that player's name appears on the first screen.

NOTE: Your cash on hand will always be displayed at the start of your turn along with your name.

9. ROLL THE DICE... Now it's time to play! The first player presses A to "roll" the dice; the token automatically moves the number of spaces indicated by the dice.

Ready to roll!

"ILLEGAL MOVES"

You can't get away with any shady dealings! Whenever you try to make a move that does not follow the official MONOPOLY rules, the system will let you know! The move will not be carried out, and play will resume at the point before the illegal move was attempted.

COMPUTER OPPONENTS...

Elizabeth... The grande dame of Newport society, she earned her money the old-fashioned way: she inherited it. Tough as a battleship, and approximately the same weight, she's a tough opponent.

Jeeves... For years an esteemed butler, he retired to Monaco on his earnings from stock market tips overheard at the mansion. He is vedy, vedy British, and even more devious.

Amanda... A former flapper, she is quick with her money. She has always wanted the finer things in life... like a mansion on Park Place.

Paulie... Always the butt of accusations of wrongdoings merely because of his crony, Capone, Paulie is really a good boy; as he is quick to point out, "You can't prove nothin'." After trading with him, count your fingers!

...WHO ARE THEY?

Gary Cant... A smooth, debonair actor, Gary still harkens back to his middle class roots. He can be had in a trade; just play on his childhood memories.

Betty Sue... Elizabeth's private secretary, she pays great attention to detail but often misses the big picture.

Billy Bob... A good ole boy, he acquired his business sense in wildcat oil fields. Unfortunately, this doesn't always translate too well in real estate deals.

Mary Anne... Head of the Department of Underachieving Matrons (DUM), she is full of big words and small thoughts.

BUYING AND AUCTIONING PROPERTIES

TO BUY... When your token lands on an unowned piece of real estate—with a "For Sale" sign—press A to buy it immediately. If you need to raise money to buy it, see "Mortgage" (page 12). To view all of that property's Title Deed card information, press Y.

TO AUCTION... If you don't want to buy the property, press B to send it to auction, where all players may participate if they wish. The auctioneer will run the auction and determine what the bids will be. To bid, use the Control Pad to move back and forth from player to player and to up the ante; the auctioneer sets each new bid. As soon as no one makes another bid, he will flash "Going, going, going...." If no one jumps in, it will be "SOLD!" to the highest bidder.

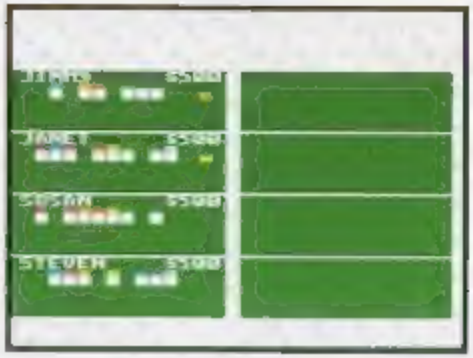
Move the cursor to your name; press A to accept the auctioneer's bid.

ASSETS & GET OUT OF JAIL FREE

ASSETS... To find out everyones' status at any particular time, press X to bring up the Assets screen and see:

- Properties owned
- Cash levels
- "Get Out of Jail Free" card: If you drew one from Chance or Community Chest, it will show up here.

Press any button to exit.



TO GET OUT OF JAIL... You may...

1)Press A to roll the dice and try for doubles, OR

2)Press Y to use a "Get Out of Jail Free" card if you have one or

3)Press Y to pay $50 if you don't have a card.

MAIN AND SUB-MENUS

- Hit Select to bring up the Main Menu. When the system asks who it is talking to, use the Control Pad to identify yourself. Press A.
- Use the Control Pad to move between options.
- Hit A to make your selection and bring up Sub-menus.
- Hit B when you're through.

BUY/SELL BUILDINGS

Note: The number of Houses and Hotels left in the Bank and available for sale appears on the main screen at the beginning of each player's turn. Watch for impending shortages!

TO BUY HOUSES & HOTELS... Press A to buy Houses or Hotels; press B to sell them. Use the Control Pad to view the Title Deed cards for the properties you own. When you reach the one you want to build on, press A. On the next screen, use the Control Pad to enter the number of Houses (or Hotels) you want to buy. Press A to select.

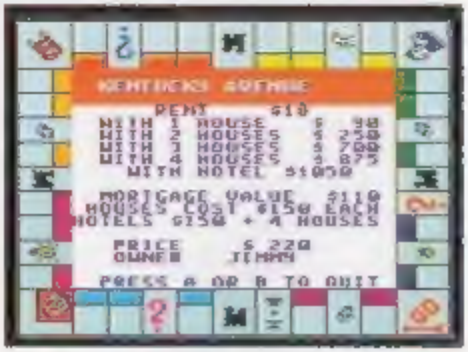
NOTE: If you purchased more than one House, the system will automatically put the first one on the property you're on, then distribute the others evenly among the properties in that color group.

Does Anyone Else Want to Build?... At this point, other players may jump in and purchase Houses or Hotels for their own properties by pressing the B Button. This is very important if there is a potential building shortage. Each player indicates how many he/she wants. If there is a shortage, the system automatically starts an auction for each available building.

The auction follows the usual procedure (see page 8); the highest bidder wins.

SELL: HOUSES & HOTELS... Follow the "Buy" instructions above, and press B to sell. If you're selling a Hotel, it will first be "converted" back into four Houses; now select Sell Houses to continue to sell off evenly from those properties.

MORTGAGE



Use the Control Pad to move to different properties you own and display their Title Deed cards; the mortgage value (50% of the property's worth) is displayed halfway down. Press the A Button to mortgage the property you stopped on. If you decide not to mortgage, press B to exit.

NOTE: Before you can mortgage a property, you must sell any buildings on it back to the bank.

To un-mortgage, follow the above procedure to select the property you wish to pay off; press B to un-mortgage it. Your cash on hand will be debited for the value of the mortgage plus 10% interest.

TRADE

1. Select Trade... on the Main Menu. Press A.

2. Scroll... to select the player you wish to trade with; press A to confirm.

3. Point Rich Uncle's hand... at a menu item and press A to select.

4. Put together your deal:

PROPERTY: Use the Control Pad to scroll through your deeds and find one to offer. Press A to select it and make it part of your trade; you may press A again to un-select it if you want to change your offer. Keep scrolling and selecting until you've picked all the properties you want to offer. Hit B to return to the main Trade screen.

CASH: Use the Control Pad to enter the amount of your cash offer: UP raises the number, DOWN lowers it. Hit A to confirm your final cash offer.

Point Rich Uncle at the other player's name, and repeat the above steps for the other half of the deal.

ACCEPT: Once an acceptable deal is set up, move Rich Uncle to Accept and press A, or use the Control Pad to further modify the offer. When the deal is to everyone's liking, each player in turn presses A to accept.

REFUSE:... No Deal!

NOTE: You can set up the deal for what you want to receive in a trade as well as what you are willing to offer. This is especially important when dealing with computer opponents. Follow the same steps above.

GENERAL

TIMER... If you elected to play a short, timed game, this will tell you how much time you have left.

GAME SPEED... Press A to speed up or slow down the pace.

DEEDS... To look at all the deeds on the board, including who owns what, and figure what a property is worth. When the Title Deed is displayed, you will see the status:

- Ownership of the property
- Number of Houses/Hotels and rent
- Mortgage/Un-mortgage status

The game board will also be displayed; it, too, indicates the status of each property. Use the Control Pad to move to the property you want to review. Press B to exit.

COMPUTERIZE... To change a Human player to a Computer player if somebody wants to leave the game. Once you have converted the player, you can't un-do the switch.

TURN ORDER... To see the order of the players.

END GAME... To end the game for any reason. The Assets screen appears and shows who won. You may then turn off the unit.

LET'S WHEEL AND DEAL!

OPTIONS... At the beginning of each game, after you have selected the number of players, you may press A to start a regular game. Or you may hit B to bring up the Options screen: This allows you to go player-by-player to set cash and assign properties, and place Houses and Hotels before the first roll of the dice; to select a Short Game; or to Load a Preset Game—so you begin right in the thick of things!

Note: Each of the options marked with an * affects individual players; the system will ask which player's "assets" you are designing. Repeat all *'d steps for each player as you go along, then place Houses and Hotels on the properties.

"Load Preset Game" pre-sets many of these options for you.

****SET CASH...*** Use UP Arrow to raise and DOWN to lower how much cash each player starts with. Press A to select.

****ASSIGN PROPERTIES...*** Use Control Pad to move around the board, hitting A to assign a property to that player; property values are not deducted from players' cash. Hit B to quit this option.

****PLACE TOKEN...*** Use Control Pad to place each token where you want it to be at the game's official start. Press A to select.

****PLACE BUILDINGS...*** (You may do so only if you own all the properties in a particular color group.) Use Control Pad to move through property deeds to the color group where you want to place buildings. Press A. Use UP on the Control Pad to fill in the number of Houses you want to place; if you change your mind, use DOWN to lower the number. Press A to select. The system will automatically distribute buildings evenly across all the properties in this color group.

If you've already placed four Houses on each property in a color group, you may replace the four Houses with a Hotel from the bank.

SHORT GAME... To play a short game, use UP/DOWN on the Control Pad to enter the number of minutes you want to play; press A to select that number. When the time in a limited game expires, the game automatically and immediately ends and the winner is displayed.

If you picked Short Game, the system will ask if you want it to randomly deal out two Title Deed cards to each player (so you don't have to spend time acquiring property). Press A if you want it to deal. Press B if you want to skip this option and exit.

LOAD PRESET GAME... Use to load one of the 12 preset games (see following page). Use Control Pad to scroll through your choices. Press A to select the one you want.

These special games for two to four players assume you have already acquired the properties you see listed, and each player is given a certain amount of money—from $300 to $1600 depending on the game.

Note: If there are just two players, the system automatically combines the resources from Player 1 and Player 3, and Player 2 and Player 4. If there are three players, it deletes Player 4 entirely.

Number 1—The Big Boys

All players start with $1000

Player 1
- Dark Blues
- Dark Purples

Player 2
- Yellows

Player 3
- Reds

Player 4
- Greens

Number 2—Trader's Delight

All players start with $3500

Player 1
- Boardwalk
- Pacific Avenue
- Kentucky Avenue
- Pennsylvania Railroad
- St. James Place
- Connecticut Avenue

Player 2
- North Carolina Avenue
- Ventnor Avenue
- Water Works
- Short Line Railroad
- Indiana Avenue
- St. Charles Place
- Vermont Avenue
- Mediterranean Avenue

Player 3
- Pennsylvania Avenue
- Atlantic Avenue
- Illinois Avenue
- Tennessee Avenue
- Virginia Avenue
- Baltic Avenue
- Reading Railroad

Player 4
- Park Place
- Marvin Gardens
- B&O Railroad
- New York Avenue
- Electric Company
- States Avenue
- Oriental Avenue

Number 3—Even Steven

All players start with $1000

Player 1
- Boardwalk
- States Avenue
- Kentucky Avenue
- B&O Railroad
- Baltic Avenue

Player 2
- North Carolina Avenue
- New York Avenue
- Reading Railroad
- Indiana Avenue
- Vermont Avenue

Player 3
- Pacific Avenue
- Illinois Avenue
- Tennessee Avenue
- Oriental Avenue
- Pennsylvania Railroad

Player 4
- Park Place
- Short Line Railroad
- Mediterranean Avenue
- Vermont Avenue
- Virginia Avenue

Number 4—Small Stuff

All players start with $500
All players start on Free Parking

Player 1
- Light Blues
- Utilities

Player 2
- Light Purples

Player 3
- Oranges

Player 4
- Dark Purples
- All Railroads

Number 5—Money Isn't Everything

All players start with $300

Player 1
- [illegible]ugh Blues
- Greens
- Short Line Railroad

Player 2
- [illegible]ight Purples
- Reds
- Both Utilities

Player 3
- Oranges
- Yellows

Player 4
- Dark Purples
- Dark Blues
- All Railroads except Short Line

Number 6—Short and Sweet

All players start with $500

Player 1
- Greens with 3 Houses

Player 2
- Reds with [illegible]otels

Player 3
- Yellows with Hotels

Player 4
- Light Purples with Hotels
- Dark Purples with Hotels
- All Railroads

Number 7—Building Shortage

All players start with $1500

Player 1
- Reds with Hotels
- Dark Purples with 3 Houses each
- All Railroads

Player 2
- Yellows with 3 Houses each
- Light Purples with Hotels

Player 3
- [illegible]
- [illegible]
- Boardwalk

Player 4
- Greens with 4 Houses
- Boardwalk with 3 Houses
- Park Place with 1 House

Number 8—It's a Start

All players start with $1500

Player 1
- [illegible]nsylvania Avenue
- New York Avenue
- Pennsylvania Railroad

Player 2
- Vermont Avenue
- Virginia Avenue
- B&O Railroad

Player 3
- Vermont Avenue
- Pennsylvania Avenue
- Reading Railroad

Player 4
- Park Place
- Baltic Avenue
- Short Line Railroad

Number 9—Jump in the Middle

All players start with $1000

Player 1
- Dark Purples
- Oranges
- Ventnor Avenue

Player 2
- Light Blues
- All Railroads except Reading
- Boardwalk
- Marvin Gardens

Player 3
- Greens
- St. Charles Place
- Atlantic Avenue
- [illegible]
- [illegible]

Player 4
- [illegible]
- B. & O.
- Reading Railroad
- States Avenue
- Water Works
- Park Place

Number 10—Corner the Market

All players start with $1500

Player 1
- [illegible]rk Place
- Boardwalk
- Mediterranean Avenue
- Baltic Avenue

Player 2
- Vermont Avenue
- Connecticut Avenue
- St. Charles Place
- States Avenue
- Virginia Avenue
- Electric Company

Player 3
- St. James Place
- Tennessee Avenue
- New York Avenue
- Kentucky Avenue

[illegible]
- [illegible]
- Ventnor Avenue
- Marvin Gardens
- Pacific Avenue

Number 11—Championship Game

All players start with $ 600

Player 1
- Pennsylvania Avenue
- North Carolina Avenue
- Pacific Avenue
- St. Charles Place
- Vermont Avenue
- Baltic Avenue
- Pennsylvania Railroad

Player 2
- Atlantic Avenue
- Ventnor Avenue
- Marvin Gardens
- B&O Railroad
- Virginia Avenue
- Connecticut Avenue
- Water Works

Player 3
- Kentucky Avenue
- Indiana Avenue
- Illinois Avenue
- Park Place
- States Avenue
- Electric Company
- Reading Railroad

Player 4
- St. James Place
- Tennessee Avenue
- New York Avenue
- Boardwalk
- Mediterranean Avenue
- Short Line Railroad
- Oriental Avenue

Number 12—It's Not Fair

All players start with $1500

Player 1

Note: This player has the advantage, so let the youngest or least experienced player be Player 1. Enter his/her name first when starting a new game (see page 4).

- Mediterranean Avenue with 1 House
- Baltic Avenue with 1 House
- Oriental Avenue
- Vermont Avenue
- [illegible] Avenue
- All Railroads

Player 2
- [illegible] Avenue
- North Carolina Avenue
- [illegible] Avenue
- New York Avenue
- Ventnor Avenue
- Electric Company

Player 3
- [illegible] Avenue
- [illegible] Avenue
- St. Charles Place
- Tennessee Avenue
- Atlantic Avenue
- Park Place

Player 4
- States Avenue
- Virginia Avenue
- Pennsylvania Avenue
- St. James Place
- Marvin Gardens
- Boardwalk
- Water Works

BASIC MONOPOLY™ GAME RULES

These are the traditional and internationally accepted rules for the board game, plus certain tournament rules. We have reworded and reorganized some sections to reflect the fact that the game will be played on the Super Nintendo Entertainment System. The screen will indicate certain basic instructions as you proceed through a game.

OBJECT To become the wealthiest player by buying, renting and selling property.

PREPARATION Enter your name and pick a token or screen. The system Banker automatically gives each player $1500 to start. Bank and keeps track of all other equipment.

BANKER... The system will always act as Banker.

THE BANK Besides its money, the Bank holds the Title Deed Cards and Houses and Hotels prior to purchase by the players. The Bank pays salaries and bonuses. It sells and auctions properties and hands over the proper Title Deed cards. Sells Houses and Hotels and holds all money when required on mortgages.

The Bank collects all taxes, fines, loans and interest and will buy back Houses and Hotels (at half price).

Note: All of these functions are performed automatically by the system.

THE PLAY The system rolls your dice and moves your token the A Button to move the token. The object is accumulate money through [illegible] of space [illegible]. When you pass [illegible] the Bank pays you $200 salary. Once you have completed the circuit, you collect $200 salary each time you pass GO. The token is always moved in the direction of the arrow, and proceed from [illegible] on your next turn. Only [illegible] may rest on the same space at the same time.

Depending on which space your token reaches you may be entitled to buy real estate or other properties or be obliged to pay rent, pay taxes, draw a Chance or Community Chest card, "GO TO JAIL," etc.

If you throw doubles, move, then roll and move again.

GO... Each time you land on or pass over "GO," the Bank pays you $200 "salary." This amount is added to your "account" and the new total automatically appears on-screen every time you begin your turn.

BUYING AND AUCTIONING PROPERTY... Whenever you land on an unowned property, you may buy it from the Bank at its displayed price. If you don't want it, it will be auctioned, and the Banker will sell it to the highest bidder.

PAYING RENT... Whenever you land on property owned by another player, the owner "collects" rent from you in accordance with the information displayed on its Title Deed card. The system handles the whole transaction.

If the property is mortgaged, no rent can be collected.

It is an advantage to hold all Title Deeds in a color group (i.e., Boardwalk and Park Place, or Connecticut, Vermont and Oriental Avenues) because the owner may then charge double rent for unimproved properties in that group. This rule applies to unmortgaged properties even if another property in that color group is mortgaged.

It is an even greater advantage to have Houses or Hotels on properties, because rents are much higher than for unimproved properties.

CHANCE and COMMUNITY CHEST... Whenever you land on either of these spaces, the system gives instructions to follow—and automatically makes the appropriate move or handles any monetary transaction. Press A to proceed.

The "Get Out of Jail Free" card is held in a player's "account"—and will show on his Assets screen—until needed. To use it, press Select; see page 9. After being used, it is "returned" to the "pack."

INCOME TAX... When you land on "Income Tax" you have two options: Estimate your tax at $200 and pay the Bank, or pay 10% of your total worth to the Bank. Your total worth is all your cash on hand, printed prices of mortgaged and un-mortgaged properties, and the cost price of all buildings you own.

You must decide which option you want *before* you add up your total worth.

JAIL... You land in Jail when...

(1) Your token lands on the space marked "GO TO JAIL," OR

(2) You are allocated a card marked "GO TO JAIL," OR

(3) You throw doubles three times in succession.

If you are sent to Jail, you cannot collect $200 salary on that move since, regardless of where your token is on the board, you must go directly to Jail. Your turn ends when you're sent to Jail.

If you are not sent to Jail but in the ordinary course of play you land on that space, you are "Just Visiting," you incur no penalty, and you move ahead in the usual manner on your next turn.

You can get out of Jail if you...

(1) Throw doubles on any of your next three turns; if you succeed in doing this, immediately move forward the number of spaces shown by your doubles throw; even though you have thrown doubles, you do not take another turn, OR

(2) Use a "Get Out of Jail Free" card if you have one, OR

(3) Pay a fine of $50 before you throw the dice on either of your next two turns.

If you do not throw doubles by your third turn, you must pay the $50 fine. You then get out of Jail and immediately move forward the number of spaces shown by your throw.

Even when in Jail, you may buy or sell property, buy or sell buildings and collect rents.

FREE PARKING... A player who lands on this space does not receive any money, property or reward of any kind. This is just a "free" resting place.

HOUSES... When you own all the properties in a color group, you may buy Houses from the Bank and erect them evenly on those properties.

If you buy one House, you may put it on any one property. The next House you buy must be erected on one of the unimproved properties of this or any other complete color group you may own.

The price you pay the Bank for each House is shown on your Title Deed card for the property on which you erect the House.

As owner, you can still collect double rent from any opponent who lands on the unimproved properties of your complete color group.

You may buy and erect at any time as many Houses as your judgement and finances will allow. But you must build evenly, i.e., you cannot erect more than one House on any one property of any color group until you have built one House on every property of that group. You may then begin on the second row of Houses, and so on, up to a limit of four to a property. For example, you cannot build three Houses on one property if you have only one House on another property of that group.

As you build evenly, you must also break down evenly if you sell Houses back to the Bank (see "Selling Property," below).

HOTELS... When you have four Houses on each property of a complete color group, you may buy a Hotel from the Bank and erect it on any property of that color group. The four Houses from that property are returned to the Bank, and you pay the price for the Hotel as shown on the screen. Only one Hotel may be erected on any one property.

BUILDING SHORTAGE... When the Bank has no more Houses to sell, players wishing to build must wait for some player to turn back or sell Houses to the Bank before building. If there are a limited number of Houses and Hotels available and two or more players wish to buy more than the Bank has, the Houses or Hotels must be sold by auction (see page 8) to the highest bidder. Hotels take priority over Houses when bought or auctioned.

SELLING PROPERTY... Unimproved properties, railroads and utilities (but not buildings) may be sold to any player as a private transaction for any amount the owner can get. However, no property can be sold to another player if buildings are standing on any properties of that color group. Any buildings so located must be sold back to the Bank before the owner can sell any property of that color group.

Houses and Hotels may be sold back to the Bank at any time for one half the price paid for them.

All Houses on one color group may be sold one by one, evenly, in reverse of the manner in which they were erected. All Hotels on one color group may be sold at once or they may be sold one House at a time, evenly, in the reverse of the manner in which they were erected.

MORTGAGES... Unimproved properties can be mortgaged through the Bank at any time. Before an improved property can be mortgaged, all the buildings on all the properties of its color group must be sold back to the Bank at half price. The mortgage value is displayed on each Title Deed card. No rent can be collected on the mortgaged properties or utilities, but rent can be collected on un-mortgaged properties in the same group.

In order to lift the mortgage, you must pay the Bank the amount of the mortgage plus 10% interest. When all the properties of a color group are no longer mortgaged, you may begin to buy back Houses at full price.

The player who mortgages property retains possession of it, and no other player may secure it by lifting the mortgage from the Bank. However, you may sell this mortgaged property to another player at any agreed price. The new owner has the option of lifting the mortgage at once by paying off the mortgage plus 10% interest to the Bank. If the new owner does not lift the mortgage at once, he/she must pay the Bank 10% interest upon buying the property, and if the mortgage is lifted later, must pay an additional 10% interest as well as the amount of the mortgage to the Bank.

BANKRUPTCY... You are bankrupt when you owe more than you can pay either to another player or to the Bank.

If your debt is to another player, you turn over to that player all that you have of value and retire from the game. In the making of this settlement, if you own Houses or Hotels, you must return these to the Bank in exchange for one half the amount of money paid for them.

This cash is given to the creditor. If you have mortgaged property, you also turn this property over to your creditor, but the new owner must at once pay the Bank the amount of interest on the loan, which is 10% of the value of the property. It is possible for the player collecting the debt to go bankrupt if the 10% cannot be paid.

After paying up, the new owner may, at his/her option, pay the principal or hold the property until some later turn, at which time the mortgage may be lifted.

Should you owe the Bank, instead of another player, more than you can pay (because of taxes or penalties) even by selling your buildings and mortgaging property, you must turn over all your assets to the Bank. The Bank immediately sells by auction all property so taken, except buildings.

A bankrupt player must immediately retire from the game. The last player left in the game wins.

MISCELLANEOUS... Money can only be loaned to a player by the Bank, and then only by mortgaging property.

We will be happy to answer your questions or comments about this MONOPOLY™ game. Write to:

Consumer Relations Department, Parker Brothers,
P.O. Box 1012, Beverly, MA 01915.

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